

scaling the adjusted RGB code values to an appropriate bit depth.

15.(New)A method as set forth in Claim 14, wherein the device independent color space values are CIE XYZ color space values.

16.(New)A method as set forth in Claim 14, wherein the device dependent color space values are printing density onto motion picture print film,

17.(New)A method as set forth in Claim 14, wherein the transformation into a device independent color space values is implemented by a series of one-dimensional LUTs (Look-Up Tables) and matrices.

18.(New)A method as set forth in Claim 14, wherein the transformation into a device independent color space is implemented by a three-dimensional LUT.

19.(New)A method as set forth in Claim 14, wherein the transformation into a device independent color space values describes a linear relationship between the device dependent color space values and the device independent color space.

20.(New)A method as set forth in Claim 14, wherein the transformation into a device independent color space values describes a non-linear relationship between the device dependent color space values and the device independent color space.

21.(New)A method as set forth in Claim 14, further comprising the step of applying a chromatic adaptation function to the device independent color space values.

22.(New)A method as set forth in Claim 14, wherein the step of carrying out a relationship between the device independent color space values and a display device output is effected by a matrix transformation between the device independent color values and RGB code values for the display device.

23.(New)A method as set forth in Claim 14, further comprising the step of applying dark surround adaptation to the RGB code values to accommodate illumination levels and dark surroundings that do not match those conditions where traditional motion picture print film is viewed.

24.(New)A method as set forth in Claim 14, further comprising the
step of applying flare corrections to the RGB code values to accommodate
illumination levels and dark surroundings that do not match those conditions
where traditional motion picture print film is viewed.
